

Reaper Presents:
CASKET

Executive Summary

9

Summer
2002

PRO PAINTS



THE NEW

Wardrobe

**SUMMER FUN
SPECTAGULAR!**

VIDEOCLIPPER
English Film Association

WAR: ANOTHER
• 66 • **THE INTERVIEW**

New G.I. Joe Scenario:
"ASSULT ON NEW MEMPHIS"

BRAIN PRESS • NEW RELEASES • Babe Watch

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FUTURE RELEASES



WARLORD

| | |
|---------------------------------------|------------------|
| 14013 Beastmen and Champion (3) | By Ben Siens |
| 14014 Artemis the Huntress | By Werner Klocke |
| 14015 Niriodel, Elven Archer | By Werner Klocke |
| 14016 Judas Bloodspire, Vampire | By Werner Klocke |
| 14017 Naomi, Female Vampire | By Werner Klocke |
| 14018 Arnise, Female Warrior | By Werner Klocke |
| 14019 Durgam Deepmug, Dwarven Warrior | By Werner Klocke |
| 14020 Lola, Female Thief | By Werner Klocke |
| 14021 Shad, Male Thief | By Werner Klocke |
| 14022 Lysette, Sorceress | By Werner Klocke |
| 14023 Sigurd, Viking Warrior | By Werner Klocke |
| 14024 Eredain, Wizard | By Werner Klocke |
| 14025 Kyla, Bounty Hunter | By Werner Klocke |
| 14026 Mummy | By Werner Klocke |
| 14027 Orcs (3) | By Werner Klocke |
| 14028 Gargoyle | By Werner Klocke |

DARK HEAVEN LEGENDS

| | |
|---|-------------------|
| 02599 Frorigh, Frost Giant | By Jason Wiebe |
| 02605 Ulthalkh the Unclean | By Sandra Garrity |
| 02609 Marsh Troll | By Bob Olley |
| 02610 Black Legionnaire (Black Sphinx) | By Sandra Garrity |
| 02611 Skulls (8 different fantasy skulls) | By Sandra Garrity |
| 02612 Threvus, Sword Master | By Bobby Jackson |
| 02613 Shadarn, Dark Elf Sorcerer | By Sandra Garrity |
| 02614 Rhauga the Elder, Lich-Sage | By Bob Ridolfi |
| 02615 Brynn Bloodfog, Female Black Gaurd | By Dennis Mize |
| 02616 Traeg, Barbarian | By Dennis Mize |
| 02617 Female Wraith | By Bob Ridolfi |
| 02618 Elbreth Eveningstar, Half Elf Thief | By Jim Johnson |
| 02619 Cloak Fiend | By Bob Olley |
| 02620 Spider Centaur | By Sandra Garrity |
| 02621 Laurana, Sorceress | By Dennis Mize |



JETSAM & FLOTSAM

"Beach Blanket Bingo!"



Casket Works Issue 9

What Washed up on Shore:

Aloha, Reaper Readers! Welcome to Casket Works #9, our first Summer Fun Spectacular. You'll notice that we've included even more color for this issue, located right smack in the middle of the magazine. Who knows, maybe next issue everything will be in color, hmmm?

Summer is here. For some folks, that's great news. For some folks, that means finally getting outdoors, shaking off that cabin fever that they've had for months. For some folks, that means swimming pools, barbecues, and clambakes on the beach. And when I say "for some folks", I mean almost everybody who doesn't live in Texas. (Or, anyone who doesn't live in the southern or southwest U.S.)

For us Texas folks, that means heat. And sweat. And toil. Did I mention the heat? Last July, the average daily temperature down here in the Dallas area was 129 degrees Fahrenheit. I'm not kidding. Check your almanac. And one day it actually rained cats and dogs. Really. Pugs, beagles, and Siamese cats just fell from the sky. Four inches of cat in an hour. A record in Texas.

"Well," you're wondering, "if it's so dang hot there, why don't you move?"

Puh-leeze, people, don't ask such silly questions. If I were to move, then what would I have to complain about? And like Duke from GI Joe says, "Complaining is half the battle!"

Or something like that. Pass the Chick-fil-A sweet tea, brotha, it's gonna be a long summer!

Ron

Reaper Miniatures is here for people who love gaming. Our catalog is aimed at people with a love of miniatures, and a passion for gaming. Our goal is to stroke our egos and at the same time be innovative in the gaming industry. We love to have fun, create new things, push ourselves, make great figures and embarrass the other companies with what we can do.

On the Cover:

"Fun In the Sun" features some of our favorite characters enjoying themselves on their summer vacation. Original art by Mark Kidwell.



Lifeguards: (Casket Works)

Heather Crockett
Ron Hawkins
Dave Pugh

The Walrus (goo goo ga-joo)
"Jaws"
Empty Beer Can

Surfer Dudes: (Employees)

Al Pare
Brandon McDermott
Brian Rys
Damon Dorsey
David Baker
David Radford
Dawn Radford
Ed Pugh
Gary Hoover
Ira Strawn
Jackie Dixon
Jeremy Allen
Jeremy Sowiej
Kay Strickland
Kevin Williams
Kyle Roan
Mary Schober
Matt Ragan
Matt Yamarino
Mike Athey
Miriam Pugh
Robert Allen
Robert Stewart
Tanya Barrow
Terri Shetler
Tracy Steadham
Victoria Pugh

Sand Castle
"Willy"
Beach Chair
Seaweed
a Pail
a Shovel
Speed Boat
Ice Cream Man
Tangerine Speedo
Metal Detector
Mermaid
Medical Waste
Sun Block (SPF 5)
Portuguese Man-o-war
Cooler
a Fish
Umbrella
Beached Jellyfish
Beach Towel
Sunburn
Palm Tree
Starfish
Crab
"Flipper"
Pina Colada
Margarita
Frizbee

Bleach Blondes: (Sculptors)

Ben Siens
Bob Olley
Bob Ridolfi
Bobby Jackson
Jason Wiebe
Jim Johnson
Julie Guthrie
Kevin Contos
Mark Kay
Rene Perez
Richard Kerr
Sandra Garrity
Steve Saunders
Todd Harris
Werner Klocke

"Pippit"
Water wings
Creature o' da Black Lagoon
Banana Boat
Cabana
Seagull
Stunt Kite
Volleyball Net
Sunglasses
Snorkle
Flippers
Sand Dollar
Goggles
Swim Cap
Beach Ball

Beach Bums: (Artists)

John Bear Ross
James Burrell
James Holloway
Mark Kidwell
Tim "Talin" Collier

Life Preserver
Thong (butt)
Thong (foot)
Boobs
Manta Ray

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Nyah-Nyah-Nyah!

REAPER

PROOF OF PURCHASE

Now that you clipped all those Proof of Purchase tags from your blister cards, you've been wondering "What good are they?" They're taking up space in your drawer and you probably have enough to wallpaper your room. Can you bribe a Reaper employee to get you some stuff? **Not really.** Can you trade them to your big sister for a date with her best friend? **You could, but then you would be missing out on some cool Reaper Swag!**

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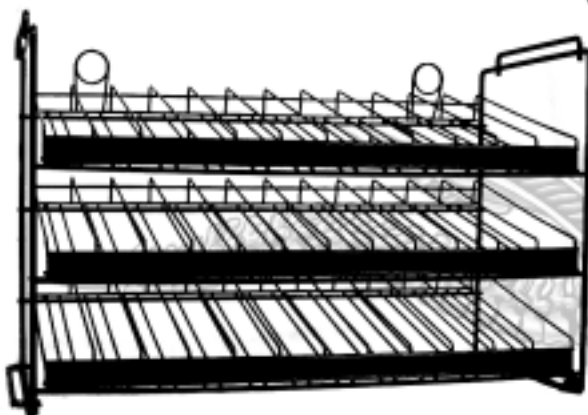
Front



Back



Back





Dragon Fans Rejoice!

We hope you dig our new fancy color cover and insert. We sure do, as it gives us a chance to show off the newest member of our dragon family, Verocithrax! Peek at the inside front cover for a pic, then turn to the interior for the full scoop on Mr. 'Thrax.

The model, designed by renowned sculptor Werner Klocke, is due out in July, and at \$49.95 it's a steal!

Eldest Son Sold Out

Well, I hope you got your copy of it before now, because The Eldest Son, Reaper's first d20 adventure, is sold out! Let that be a lesson to you young man! You still have a chance at getting a copy of A Vicious Circle (#11002) when that hits the shelves this summer. Remember to get it while you can cuz it's bound to sell out fast!

It's a Mad Mad Mad Mad World...

Bet you're wondering what all of the "CW #'s are next to all of the prices. Well, we here at Reaper want to make EVERYONE'S life a little easier... and that includes our overseas buddies!!! So, those customers who order from our European production partner, Minifig UK, will get, in their catalogs, an additional flyer with the converted values! WOO HOO!!! The rest of you people can just sit and wonder what they're worth in foreign currency... (insert evil laugh).

Sculptors Invade Reaper!

In April, we had the privilege of entertaining three of our wonderful sculptors when Bobby Jackson, Jason Wiebe and Sandy Garrity popped in for a weeklong visit. This was a great opportunity for everyone to sit down and talk about miniatures, gossip about the gaming industry, and even get a little sculpting done. After the week was over though, we agreed to do it again in the fall. What are the dates? Is the public invited? Are other sculptors invited? Will Bobby Jackson eat all the Altoids again? Watch this space for details!



Reaper Website Updated – For Real!

Yeah, yeah, we know. You've all been waiting for an update to our website for some time now. Well, check it out now baby! Lots of new bells and whistles, including a search feature, color photos, online ordering and more! You can still find it at www.reapermini.com!

Dungeon Dwellers Get a New Home

Many of you old-school fans may have noticed that Dungeon Dwellers and Daimyo miniatures lines have been taken off of our website and our catalog. That's because GFI out of Denver, CO has taken over production of these now classic figures. You can contact them at 303-361-6465, Dye4minis@aol.com, or go to www.minifigs.com for all the details.

Winners from Casket Works #8 Contest

We have three winners from the "Name the Character" contest from CW#8. These guys must be die-hard sci-fi fans, as they got every character right – and fast too! Congratulations to Steven Cooper of Knoxville, TN, Jeff Dodd of Vancouver, WA and Rebecca Bowden of Lexington, KY! We hope you enjoy your free dragon model!

Magnus Raises Hundreds

In the last issue of Casket Works (#8), we told you that #1402 Magnus, Wizard of Hope would be sold with the profits going to the victims of the 9-11 tragedy. Well, we're happy to announce that the sales of Magnus have been spectacular, and in only a span of two months we've raised over \$700 (\$763.22 for you sticklers) for our charity, the NYC Firefighters Disaster Relief Fund. Thanks to everyone who contributed, and please remember, it's never too late to give!

Reaper Miniatures to Produce Clan War Miniatures

This spring, Reaper Miniatures acquired the rights to produce the fantastic Clan Wars miniatures from Alderac Entertainment Group. "We are very excited to take over production of the Clan Wars miniatures from AEG," says Miniatures Demigod Ron Hawkins. "We're all fans of the stuff that they've done, and we think that the Clan Wars miniatures will fit right in with our existing lines. Initially we will be putting out single characters in blisters; later we may put out multi-pack unit blisters." The first Clan Wars miniatures are due out in August.

Product
Number
01402



VEROCITHRAX

ENTER THE ABYSSAL DRAGON

By Robert E. Allen

“Ahnuwujae luhdeumceah forix....”

It had taken Abdul Jadaumi three years to find the words that he now chanted, laboring over each syllable, perfecting the inflection and keeping steady his tone.

“...Giseerax uhlmartii bugahtai....”

It had taken him four years to assemble the proper materials for the circle in which he currently stood. The circle had been drawn painstakingly in the blood of a freshly killed two-headed black lamb – all but unknown in his homeland, its acquisition had required him to pay a princely sum for it to be delivered from a distant farm in the north. At every foot of the circle, a candle of royal bee’s jelly burned – each one the summation of an entire bee hive’s efforts for a year – sending the sweet smell of honey wafting around Abdul’s head in wisps of tan smoke. The eldritch symbols that surrounded him in the circle had been carved in precious stones, each the size of his fist – one for memory, one for clarity, one for purpose, and two for protection. If his research was correct, each of these stones would not survive the spell.

“...Pylrueach vagosun jemmsunnee....”

But the most precious thing that Abdul had acquired, the piece of forbidden lore that had driven him to these lengths, his pursuit for over a dozen arduous years, was the true name of an Abyssal Dragon.

“...Backkmunnod, celhiechrod, vilckunspod.....”

The true name would give him power over the Abyssal Dragon, Abdul knew. Knowing its true name would force the dragon to do his bidding – because if the dragon did not, then Abdul could cause it pain. Not the pain that mortals knew – no, something altogether more binding. The pain of a thousand years of torture. The pain of a hundred lances of fire being cast into one’s eyes. The pain of complete agony with no sweet release of death. The pain of a soul being torn asunder.

“....Rylunthkopek hesifall neqeesth....”

Abdul began to speak more quickly as he reached the climax of the summoning. He was concentrating upon the words of the spell, but at the same time his mind began to imagine the power that was soon to be his to command. He licked his lips as he imagined unleashing the dragon upon those treacherous dogs in Mufazi. How dare they cast him out, to spit upon the good name of his family? What did they know of his genius? What did they know of his research? It was folly to ignore the teachings of the Skoli. Had not their mages nearly tamed all of Adon? Had they not taught humility to the beings of the outer planes, forced even the mightiest of them to serve them? Well, soon enough Abdul would show them that he was no fool. Soon enough, he would unleash a being upon them all that would teach them to respect – no, to fear – Abdul.

“....Verocithrax!”

A thousand realities away, an ancient entity stirred at the utterance of his name. His eyes flicked open, the malevolence burning like the fire of a black sun. He cast his awareness into the distance for a moment – to see what impertinent being dared summon him from his millennium of torpor. What he saw instantly enraged him – a fat, minute mortal was contemptuous enough to summon him, Verocithrax? And it imagined for a moment that it was powerful enough to compel him to appear before it? The gall of this mortal provoked a response – and Verocithrax would personally bring one down upon it.

Abdul stood waiting. He did not know exactly how long it would take a being like an Abyssal Dragon to arrive; he had never contacted such an entity before. Another moment passed, and it began to occur to Abdul that perhaps he had mispronounced a piece of the spell. It was troubling to him; he knew enough of the ancient Skoli tongue to know that

mispronouncing even simple words can radically change their meanings, and perhaps such a mistake during a spell could cause dire consequences.

But in a startling second, every one of Abdul's candles went out. They never even flicked – one instant they burned, the next they were snuffed out, their fires gone as if they had never existed at all. The hair upon Abdul's neck bristled; and he felt the presence of something...else.

The dragon stood before him, larger than any beast he had ever seen. In the sudden darkness, Abdul found that he couldn't make out the entire dragon at once; as if its body was lost in the shadow – or, perhaps, was shadow itself.

“Who dares awaken me?”

Abdul was unsure if he heard the voice booming into his ears, or simply shouting into his head directly. For a moment, he found that he could not speak.

“I am Abdul Jadaumi, wizard, scholar, summoner of the mighty, binder of the darkness, master of the ways, soon to be lord of all Hakir. It is I who have summoned you, great Verocithrax!” Abdul spoke so softly that he barely heard his own words.

“And why have I been summoned, ‘wizard’?”

“I have brought you here to serve my will!”

If Verocithrax had been a dragon with any sense of mirth, he might have laughed at the bumbling mortal that stood before him. But he did not. It had been a thousand years since any reckless mortal had uttered his name, a thousand years since he had tread upon the ground of this world. Now, he had to rectify the insult of being summoned once again, and it did not amuse him.

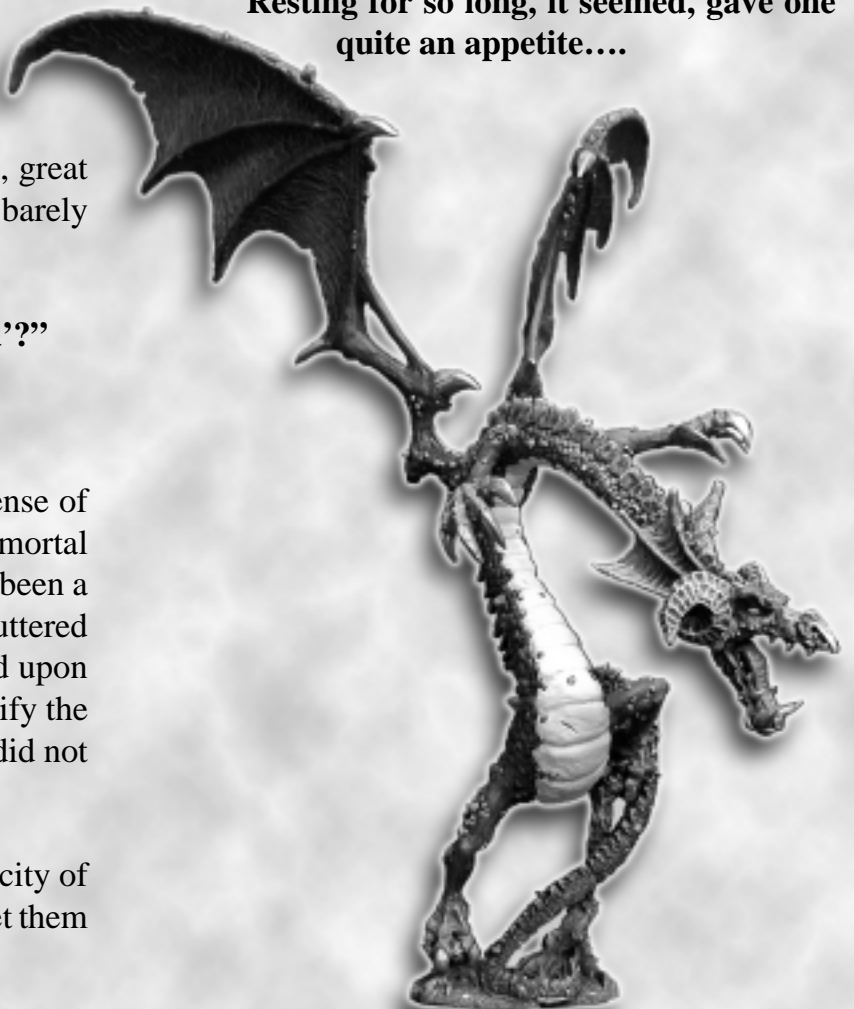
“I call to you, oh great dragon, to destroy the city of Mufazi! Raze it to the ground! In my name, let them know devastation!”

Verocithrax pulled himself back upon his back legs, rising to a massive height. Abdul thought for a second that the dragon was about to fly into the sky, to travel to Mufazi and rend them all in his name. He let out an excited laugh before he realized what was happening.

The great dragon's mouth gaped open, and black shadowfire erupted out from it. It enveloped Abdul, his circle, his symbols of protection, everything, like a wave from the ocean. Abdul screamed, blessed with his last moment of existence with the revelation that he had been so completely wrong. Not only wrong about having power over a dragon, but wrong about the meaning of agony – for now he felt the searing anguish of having his soul torn away, a morsel for the maw of Verocithrax.

Verocithrax savored his first food in a millennia. While the soul of this mortal was but the barest of snacks, surely there were more to be found nearby.

Resting for so long, it seemed, gave one quite an appetite....





Legends of Adon

by Robert Allen & Damon Dorsey

Background:

Falco Steelcross was born in 949 NA in eastern Vestonia, son to a priestess of Anarion and the leader of the town guard. Falco was the youngest of four children, and his birth was heralded as a blessing from Anarion. His mother was certainly past what is considered prime childbearing age, and her good health and survival of his birth were deemed fortuitous to his happy parents.

Even as a young child, Falco was a rapid learner. After only eight summers, he was learning swordplay from his father and the teachings and virtues of Anarion from his mother. Although it pained them to do so, his parents saw a glimpse of Falco's great destiny ahead, and sent him off to the Grand Sanctuary of Anarion in Brennan, the capital city of Vestonia. They knew that they might never see him again.

Within the Grand Sanctuary, Falco was among the most exceptional children in Vestonia, each gifted by their families to the service of Anarion. Yet even among them, Falco was unparalleled. He excelled in the physicality of their combat training. He hungered for the knowledge that the priests of Anarion gave them.

When Falco came of age, he and his classmates all took the pledge to the Brotherhood of Anarion: to uphold law, promote knowledge, and vanquish evil, wherever it is found. The Brotherhood of Anarion granted him his first suit of armor, his first longsword, and a noble steed. Eager to see the world, which Anarion had created, Falco traveled across much of Adon, teaching the word of Anarion, righting wrongs, and seeking out adventure.

During his many years of travel, Falco and his band of adventurers located a secret but well-defended temple to Sangthurst, God of the Undead, deep beneath the Westbarrow Hills. The temple, known as the Temple of Eternal Night, was growing more powerful every day, and Falco feared that the servants of Sangthurst would soon amass a great army of unliving and prey upon the surrounding area. The other adventurers were divided – some of them wanted to seek help, while others voted to try and eradicate the temple themselves. Falco fell into the second camp – the works of Sangthurst were an affront to Anarion, and his impassioned arguments convinced the group to try and cripple the evil complex now. Through their bravery and Falco's skills, they managed to best

Lord Falco Steelcross, Supreme Commander-Militant of Vestonia

Class/Level: Paladin 13

Sex/Race: Male Human

Height/Weight: 6'2"/203 lbs

Challenge Rating: 13

Hit Points: 137

Initiative: +1

Speed: 20 ft.

Armor Class: 28

Attack: +23/+18/+13 melee (Valamir), +23/+18/+13
melee (Valamir vs. evil creature)

Damage: 1d8+9 Valamir; 2d8+18 Valamir vs. evil crea-
ture

Special Attacks: Smite Evil, Turn Undead

Special Qualities: Detect Evil, Divine Grace, Divine
Health, Aura of Courage, Remove Disease

Alignment: Lawful Good

Saves: Fort +15, Ref +9, Will +13

Abilities: Str 18, Dex 12, Con 16, Int 14, Wis 16, Cha
18

Skills: Appraise +3, Climb 0, Concentration +7, Diplo-
macy +12, Gather Information +5, Handle Animal +8,
Heal +11, Intuit Direction +4, Knowledge (Religion)
+10, Knowledge (Nobility & Royalty) +6, Listen +6,
Ride +12, Search +4, Sense Motive +4, Spellcraft +4,
Spot +6;

Feats: Blind-Fight, Improved Critical (Longsword), Iron
Will, Power Attack, Cleave, Weapon Focus (longsword)

Possessions: +5 holy long sword (see below), +2 ring
of protection, +3 full plate, +1 medium shield.

Special Attacks: Smite Evil (Su): once per day make
one melee attack vs. evil opponent with +4 to hit and
+13 to damage. Turn Undead (Su): up to 7 times daily
turn undead as cleric of 11th level. Spells (Su): see be-
low. Lay on Hands (Su): deal up to 52 hp to undead hit
with a touch attack.

Special Qualities: Detect Evil (Su): as the spell at will.
Lay on hands (Su): every day restore up to 52 hp to one
or more recipients. Divine Grace (Su): adds Charisma
mod to all saves. Divine Health (Su): immune to all dis-
eases. Aura of Courage (Su): immune to fear, allies within
10 feet gain +4 morale bonus to saves vs. fear effects.
Remove Disease (Su): as per the spell 4 times per week.

Paladin Spells Per Day (0/2/2/2): 1-Bless, protection
from evil; 2-remove paralysis, shield other; 3-cure
moderate wounds, dispel magic.

All information in this box, save for proper names, is Open Game
Content. Proper names are designated as Product Identity.

the undead and their necromancer leaders, and destroy the temple forever.

Among the stolen riches of the temple, Falco discovered a treasure that drove him to his knees. Laying in a bloodied scabbard was the holy sword Valamir, one of the relics of the Brotherhood of Anarion, thought lost forever when its last bearer, Jovus the Pious, disappeared over a hundred years ago.

Falco returned to the Grand Sanctuary, bearing Valamir, to present to the priests there. He related his battle against the servants of Sangthrust, and the destruction of their temple. The priests, seeing the hand of Anarion at work, bestowed the keeping of Valamir upon Falco.

In 985 NA, Falco took part in the defense of Brennan against the hordes of orcs invading from Kargir and Anhur. He was asked to lead the forces of the Grand Sanctuary in the battles against the orcish armies. Falco proved himself an excellent leader, showing both a knack for being in the opportune place at the right time, and, in keeping all of his charges from dire harm. Whenever one of them was about to be killed by an orc, Falco would appear as if from nowhere, and dispatch the orc. The forces would later remark that it was as if he was in a hundred places at once.

During the final battle for Brennan, as the Knights of the Ivy Crown were attacking the orcs from the rear, Falco saw the ruler of Vestonia, Duke Renner Blackshield, being overwhelmed by a large band of ogres. Although he feared for the lives of his forces – who were completely outclassed by the seasoned ogre warriors - the danger to the duke forced Falco to take drastic action. He led his forces in a charge against the ogres, and beat them back from the Duke. Falco himself carried the wounded duke back to Brennan, with the forces making a fighting withdrawal around him.

After the battle was over, with the orcs falling back, Duke Blackshield showed his gratitude to Falco by knighting him, and naming him Supreme Commander-Militant of the armies of Vestonia. The responsibility is an awesome one – the war in Anhur rages on, and the orcs are sure to return to Vestonia in yet larger numbers when Anhur falls. Nevertheless, Lord Falco Steelcross strives to keep Vestonia safe, in the name of Duke Blackshield and of Anarion.

Roleplaying Notes:

Lord Falco Steelcross is a tall, handsome man, with dark brown hair and blue eyes. He is massively charismatic, and welcoming to any who will fight in the defense

of Vestonia, and the retaking of Anhur. He tries to uplift the hopes of the people of Vestonia, who fear the return of the orcs, and even the possible death of their still injured duke. He constantly strives to uphold the word of Anarion, and has been known to occasionally evangelize to those who listen.

Although his duties preclude him from undertaking the quest, he is currently very concerned about the temple of Anarion that was overrun by the orcs in Riverford in Anhur. The temple possessed a large cache of precious artifacts, and Lord Falco fears to think about their desecration at the hands of the orcs. He would be very thankful to any skilled adventurers who would undertake a mission to recover them for the Grand Sanctuary of Anarion.

Combat:

Falco is a skilled swordsman, but not a subtle combatant. Whether his opponent is man, beast or demon, he will often sacrifice accuracy for ferocity and shows little regard for his own safety.

Relic – Valamir

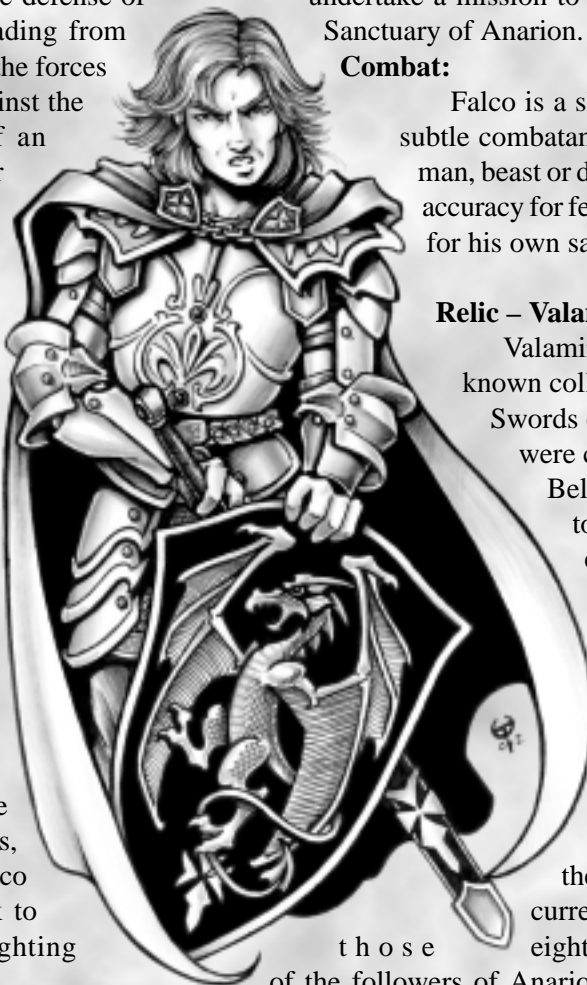
Valamir is one of 12 holy swords known collectively as the Twelve Swords of Sacrifice. The swords were created centuries ago when Bellamyn, an angel in service to Anarion, sacrificed his existence in order to bind his holy power into twelve enchanted blades crafted by the legendary Forge Priest Paramus.

Originally wielded by a group of paladins to turn back a demonic invasion in Ritterlich, only eight of

the twelve blades are currently accounted for. Of

those eight, only four are in the hands of the followers of Anarion. Of the remaining four, one is in the lair of the red dragon T'Raukzul, two are known to be broken, and one was last seen in the palace of the recently deposed shah of Jalahandra.

Upon first inspection, Valamir appears to be a finely crafted blade made of fragile ivory, but the blade is in fact constructed of an unknown and incredibly strong material. The blade is delicately decorated with filigree but bears no runes. The hilt is made of white gold and is featureless save for the holy name of Anarion written in fine Celestial script. When wielded by a paladin of Anarion the white blade seems to pulse with a golden light.



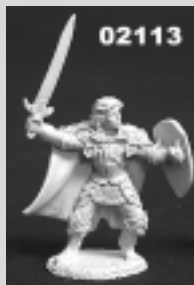
Valamir is a +3 holy sword though its enchantment rises to +5 when wielded by a paladin of Anarion. The sword's holy nature causes it to inflict double damage against all targets of evil alignment and bestows a negative level on any evil creature attempting to wield it. In the hands of a paladin of Anarion, the sword grants the following special abilities:

Light of Anarion: The blade sheds a bright light in a 30' radius when drawn, though the wielder can cause this light to dim at will. As a move-equivalent action, the wielder may focus the power of Anarion through the sword as an area-effect *Searing Light* spell cast by a 10th level cleric. This will inflict 5d6 points of damage to all undead or evil outsiders within a 30' radius; undead creatures particularly vulnerable to sunlight take 5d8 points of damage (REF save DC 18 for half damage).

Angelic Resistance: The wielder is resistant to the effects of acid, cold, fire, electricity, and sonic attacks. This ability functions as a *Resist Elements* spell except the blade absorbs the first 10 points of damage inflicted from these energy sources.

Litany of Bellamyn: Once per day the wielder of the sword can recite the Litany of the Angel Bellamyn to bestow a special blessing upon an area. This ability functions as a *Hallow* spell cast by a 10th level cleric and takes an hour to recite. All information in this box, save for proper names, is Open Game Content. Proper names are designated as Product Identity.

Look! We've even got the mini!!!



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LARRY LEADHEAD
The Garner's Comic Strip
By Doug Hamm & Eric Hotz



Reaper Movie Review

Star Wars: Attack of the Clones is the topic of discussion in this episode of the Reaper Movie Review. How did George Lucas' new film rate with the Reaper Wrecking Crew? Let's see, shall we?

Bob – "Excellent special effects, awesome fight scenes, great costumes; kudos to the air conditioner mechanics. Oh yeah, it's all Jar Jar's fault!" A

Jeremy Soweja – "Better than Episode I; nice buildup for the next movie." A

Brandon – "Yoda with a lightsaber!" A+

Kevin – "Heh, heh, heh...oh yes!" A

Al – "Where is Han Solo when you need him?" B

Jeremy Allen – "Yoda: A. Natalie Portman: A+. The rest of the move: F."

Matt – "Yoda with a lightsaber, a flying R2-D2, and C-3P0 with a gun. What else do you need to know?" B+

Heather- "Yoda ROCKS!!! But they really didn't need all of the dramatic zooms.. it's Star Wars!!! It's dramatic enough as it is!!!" A+

LARRY LEADHEAD
The Garner's Comic Strip
By Doug Hamm & Eric Hotz



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Assault on New Memphis

By Matt Ragan

U.F.F. Confidential Transmission

From: Kim Ji Han [Central Intelligence Bureau]

To: Prefect Amadi [UFFCHQ: Threat Assessment Group]

Subject: Your request for an update

Prefect Amadi, I received your communiqué regarding the engagement in the Algoab system. While most of our first-hand information is outdated, we do have several intercepted communications that involve the colonists. The document that best summarizes the current events is an intercepted Malvernian transmission we translated yesterday. I also included excerpts from the Terran edition of the Unabridged Syde's Guide to the Galaxy, and a quick rundown of the Order of Battle for the involved forces, and a map. If it turns out that TAG needs more in-depth information about Uakhét than what is in the Syde's Guide, I will need a courier to come to CIB headquarters in person for security reasons.

Document A: Communications Intercepted from Hydra (65) to Capella (17)

Inquisitor Zhox,

As requested, I have compiled a report of the recent conflict in the Algoab (107) star system between the Adonese UCOR VolenArc

and a cult on the planet Uakhét. I wish to commend our Adonese and Terran Dark Brotherhood [Our agents near Hydra have been alerted. – Ji Han] for the speed with which they were able to acquire the data. They are the primary reason I am able to give you such a complete overview of the situation. I will break my report into three primary sections: history, political ramifications, and personalities. As we do not concern ourselves with battlefield doctrine, I included no summary of the engagement.

History

The origins of the Uakhét-based cult calling themselves the Children of Khepera can be directly traced to one Adonese aristocrat – Vaul Branne of Telluria. There is no available information on Branne before his graduation from a Tellurian higher education institution in 2213. We are certain that as a youth he became involved in the “Egypto-Adonese” movement that originated in Breonne on Adon in the early 2200s. We speculate the movement began with academic Adonese youths, who adopted fashion and artistic elements from the newly discovered Earther [In such a high level communication, the use of a derogatory slur suggests anti-Terran sentiment is high within the Malvernian Empire – Ji Han] culture's history.

In 2215, Branne takes his inheritance and invests in VolenArc Mining Corp, which provided enough capital to purchase a UCOR charter. Branne eventually becomes a major figure in the UCOR. Later the same year he provides inside information

regarding newly discovered heavy mineral deposits in the Algoab (107) system (how is unknown). We suspect he had contacts due to his aristocratic lineage. The Brotherhood uncovered a photograph of Branne's office in The VolenArc UCOR's main office in 2219, and it is heavily decorated with Terran Egyptian imagery showing his continuing fascination.

At some point in the 2220s, Branne relocates himself to Algoab II, the UCOR's primary producing colony world and names it Uakhet. During the Imperial War, Terran legions use the Algoab system as a relay point and garrison it with several turmas on the planet. Branne, claiming neutrality after the war, maneuvers large quantities of surplus equipment to make its way into the Uakhet Planetary Defense Force.

The VolenArc UCOR downsizes and focuses most of its operations on Algoab. During the Boreas Accord war, patriotism further depletes the UCOR's Adonese staff. Branne hires heavily from Earth where he apparently has made contacts with the district government of the Egyptian region, his youthful statement of rebelliousness again showing its hold on his life. Branne is made the Chief Executive Officer in 2232 of a struggling UCOR, we suspect it is at this point he begins stealing from his own company to fund his mania.

During the 2230s Branne joins an alien cult based around the belief that the Terran- Egyptian civilization was founded by an unknown alien race. The concept is quite old in Terran culture; they seem to have many strange cults and religious beliefs that suggest that they would be more open to Khardullis. It is unfortunate for their souls that the reports from our Terran proselyting efforts are that they reject his word. [I deleted a prayer to Khardullis he inserts at this point – Ji Han]

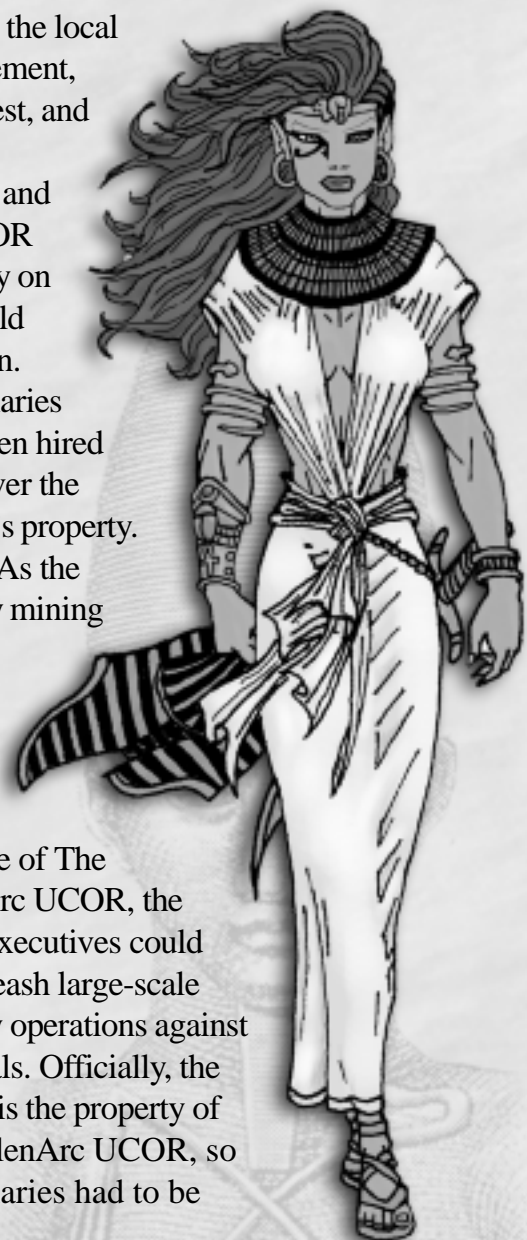
There is a 25 year information void from 2230 until 2254. Algoab was occupied by Terran turmas during the Galaxy War. We received the bulk of our images of the Uakhet surface and primary colony cities from these Terran troops. The mining and residence facilities were heavily altered using local stone to resemble historical Egypt. The heresies of the cult have fully altered Branne; to the Terran military commanders he is Akhenka I of the 34th Dynasty and Pharaoh [He

said "Divine Monarch" but I took the liberty of using our own word for it – Ji Han] of Uakhet. The Terrans use the words "crazy" and "insane" often to describe the Adonese Pharaoh of Uakhet but since he is not aggressive, they worked with the local citizenry (which is at this point heavily interbred Adonese-Terran) until the end of the Galaxy War. Once again, the Terran government sold war-surplus to the locals who call themselves the "Aegyptonese."

In 2269, Akhenka I dies and his half-breed son Atenmest I becomes Pharaoh. Later that year Atenmest I declared Uakhet a sovereign star system and nationalized all the UCOR equipment and holdings. The VolenArc UCOR board executives responded by a unanimous vote to remove the local management, Atenmest, and declare Uakhet and all UCOR property on the world as stolen. Mercenaries were then hired to recover the UCOR's property.

As the primary mining

resource of The VolenArc UCOR, the board executives could not unleash large-scale military operations against the locals. Officially, the colony is the property of The VolenArc UCOR, so mercenaries had to be





used.

Political Ramifications

Terran – The Terran government is interested in the star system but have made no overt move to support or destroy the revolt. Politically it would bring the AEC and NADO directly into the situation, which would explode the situation into a galactic incident. We can safely assume that the UFF will continue to supply the Pharaoh with surplus equipment through their puppet UCORs.

AEC/NADO – The UCOR has yet to take their case to the AEC. It is certain that the Adonese will step in and restore commercial normalcy. It is unlikely the local population's attempt at sovereignty will be successful once the AEC becomes involved.

Templars – They are a rogue element. It is likely that they will launch a Crusade to defend the “poor unfortunates” of Uakheth. Politically it would aid their attempts at reconciliation with the Terran government and

improve their image as a champion of the weak. I am certain that Spiro will negotiate his own mining and export conditions once finished.

Ritterlich – Unknown. The security of the Pegasi (47) system is their primary concern and if conflicts in Algoab degenerate, brigade groups may travel there to restore the peace alongside NADO units.

Rach – It is unlikely the Rach will be involved in any role other than as mercenaries for hire. However, the Templars might avail upon the Karak for military aid. If the Rach step in, then Ritterlich involvement is certain.

Our interest in the area – The cult is an abomination. They are filthy, half-bred religious fanatics devoted to unknown alien gods that must be brought to Khardullis or purged. However, though nothing would please me more than to attack directly, I must counsel to avoid any overt involvement since it would spark precisely the galactic incident that all sides wish to avoid. Enlisting agents from the Dark Brotherhood would perhaps be the best way to covertly act in the system. [We have dispatched undercover agents to Uakheth, they'll keep their eyes open for Malvern's influence. – Ji Han]

Personalities

Atenmest I, Self proclaimed Pharaoh of the 34th Dynasty - He is the half-breed religious and political leader of the colony with excellent commercial acumen and political skill. We can be certain he will manipulate the situation on Uakheth to result, eventually, in a sovereign and independent system.

Katsiu, Warrior Queen of Uakheth and wife of Pharaoh – Adonese married to Atenmest I. She is a serious threat due to her former career as a mercenary with the Black Cobras. She has the most varied military experience on the planet and is the likely strategic commander of the Defense Force. She is also a devoted member of the cult.

Arihems, High Commander of the Anubis Guards – The half-breed in direct command of the planet's only military unit.

Valon Ubarnne, Chief Executive of The VolenArc UCOR – The UCOR will do anything to restore smooth operations on the planet and keep exclusive rights to all exports.

By the Black Throne,
Colonel Xandis Kurl

Document B: Syde's Guide Excerpt

IGS Name: Algoab

IGS Jump Station Number: 107

Native Name: Khem

Common Nicknames: none

Main Planet: Uakhet

Main Planet Class: Secondary

Political Faction: Independent (UCOR)

Population: Light

Daily Time System: 34:47 hour day, 412.20 day year
(local hours 36 per day)

Regions of Interest

Region Native Name: Aegypton

Regional Description: On Uakhet, Aegypton includes all inhabited areas.

The planet has two primary landmasses that have risen through the sand seas due to some slow plate tectonics; both masses join at the Isthmus of Ankh-Tawy. The capital city of Memphi and the surrounding underground city-habitats radiate outward from the isthmus. The northeastern landmass is Upper Aegypton, the southwestern landmass is Lower Aegypton.

Region Bullet Rating: Concealed, One

Region Feature: City-habitats

Native Name: Various cities (the biggest are Saqqara, Thebes, and Tanis)

Description: A traveler can spot an Aegyptonese city by its only aboveground structure; a large four-sided pyramid that functions as the habitat's observation structure, primary vent, and secure entrance. The cities themselves are mainly vertical, drilling down multiple levels through the sand and stone and then radiating outward from the central shaft. All cities correspond with water columns coming up through the planet and interconnect via underground magnetic rail to the Memphi central hub. Mining operations of the planet's valuable Super-Silicates in the surrounding sand layer radiate outward for hundreds of kilometers from the cities. Most life on Uakhet is below the blistering surface and is locally referred to as the "The Underworld."

Region Feature: New Memphis



Native Name: Memphi

Description: New Memphis is the only above-ground city on Uakhet and is the capital, spaceport, and cultural/religious center of the people. Tourism is heavily encouraged and supported; however, most tourists on the planet will be Terrans who come to see "Egypt in Space." The heavily decorated buildings are covered with synthetic and real local stonework to replicate several structures from Terran history. Bring a visual media recorder of some kind.

We strongly suggest any visitors from cooler worlds purchase or rent a Ka Bird hover-shade. These automated grav-platforms will travel with the tourist and provide shade while outdoors. Most buildings allow them indoors as well, and those that do not have docks for storing them. The nicer hover-shades have storage bins for water and your bulkier personal effects (or souvenirs). Buying some sun protection salve would also be a very good idea, unless you enjoy extreme UV damage to your skin.

Advisory: The city locals have relaxed taboos regarding partial nudity, the hotter the ambient air temperature the less clothing the natives will wear. This is not the case in the outlying cities, which are cooler due to being underground.

Local Feature: Men-Nefer Pyramid Complex

Description: A columned temple area surrounds the underlying pyramid structure. The Men-Nefer complex is the religious and political center of the local culture as well as the residence of the local monarch. Guided tours are available; however, free exploration is forbidden. The armed royal Anubis Guards in full ceremonial armor patrol the area and ensure security.

Costs: Tours 3 Galtek (1 T-Red), Tour hours 9 am to 8 pm (local)



Local Feature: Hutra-Sebek Administrative Complex

Description: This large structure houses the local government's bureaucratic offices as well as the governing UCOR's administrative facilities. Enjoy the decorated exterior since tourists are not allowed inside.

Local Feature: The Great Archives of Thoth

Description: You cannot miss this building. It is a giant tower where you walk under enormous statues to the local gods to enter. Inside are the life's works of local scribes. They recreate the great written works of past and present authors as paper and ink books; mostly by a printing machine in the building's upper floors and some by hand. If you have ever wondered what books looked like before the age of the personal dataterm and the UICCnet, this is the place to go.

Local Feature: Hathor Hotel

Description: For tourists of means there is no finer facility than the Hathor Hotel to enjoy your stay on Uakhet. Nearly any service is available (or can be made available) for a price. However, local law forbids most hard narcotics.

Bank Account Damage: Giant Hole

Star Rating: Five

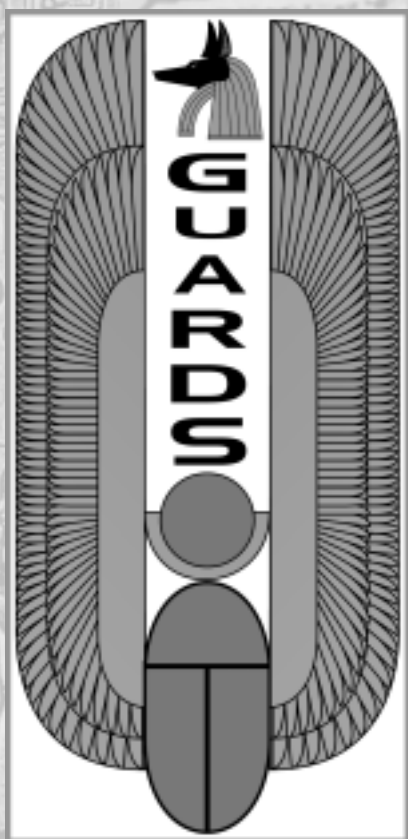
Region Native Name: Seas of Set (aka Seas of Sutekh)

Regional Description: Away from the landmasses of Aegypton almost the entire planet is covered in sand. The sand is mined for deposits of pure Super Silicates used in heavy industry and is the primary export of Uakhet for the parent UCOR. The seas are inhabited by various burrowing life forms, most of them either poisonous or extremely bad tempered. There is really nothing to see out in the seas unless you love sand dunes.

Advisory: In the hottest seasons of the year, there are explosive eruptions of steam and sand in the seas as underground water columns superheat and erupt.

Region Bullet Rating: Two

Document C: Orders of Battle



Anubis Guards

(1 CAV Brigade, 2 Infantry Brigades, 1 Artillery Battalion, 1 Aerospace Group)

CAV/ARMOR

| | | |
|-----------|----------------|-------------------|
| Brigade | (5 Battalions) | (Commander) |
| Battalion | (5 Companies) | (Captain) |
| Company | (5 Troops) | (Lieutenant) |
| Troop | (4 CAVs) | (Master Sergeant) |
| CAV | | (Corporal) |

AEROSPACE

| | | |
|----------|---------------|-------------------|
| Group | (5 Squadrons) | (Commander) |
| Squadron | (5 Flights) | (Captain) |
| Flight | (4 Craft) | (Lieutenant) |
| Craft | | (Flight Sergeant) |

INFANTRY/ARTILLERY

| | | |
|-----------|----------------|--------------|
| Brigade | (5 Battalions) | (Commander) |
| Battalion | (5 Companies) | (Captain) |
| Company | (5 Platoons) | (Lieutenant) |
| Platoon | (2 Teams) | (Sergeant) |
| Fire Team | (4 Men) | (Corporal) |



VolenArc UCOR Strike Force

(1 CAV Brigade, 1 Infantry Brigade, 2 Aerospace Companies, 1 Artillery Company formed from elements of The Blade, Azure, and a few smaller mercenary units.)

CAV/ARMOR

| | | |
|---------------|----------------|--------------|
| Brigade | (4 Battalions) | (Brigadier) |
| Battalion | (4 Companies) | (Colonel) |
| Company | (4 Troops) | (Major) |
| Troop Section | (4 CAV) | (Captain) |
| CAV | | (Lieutenant) |

INFANTRY, SUPPLY

| | | |
|-----------------|---------------|--------------|
| Battalion | (4 Companies) | (Colonel) |
| Company | (4 Platoons) | (Major) |
| Platoon Section | (4 Teams) | (Lieutenant) |
| Fire Team | (4 Men) | (Sergeant) |

ARTILLERY

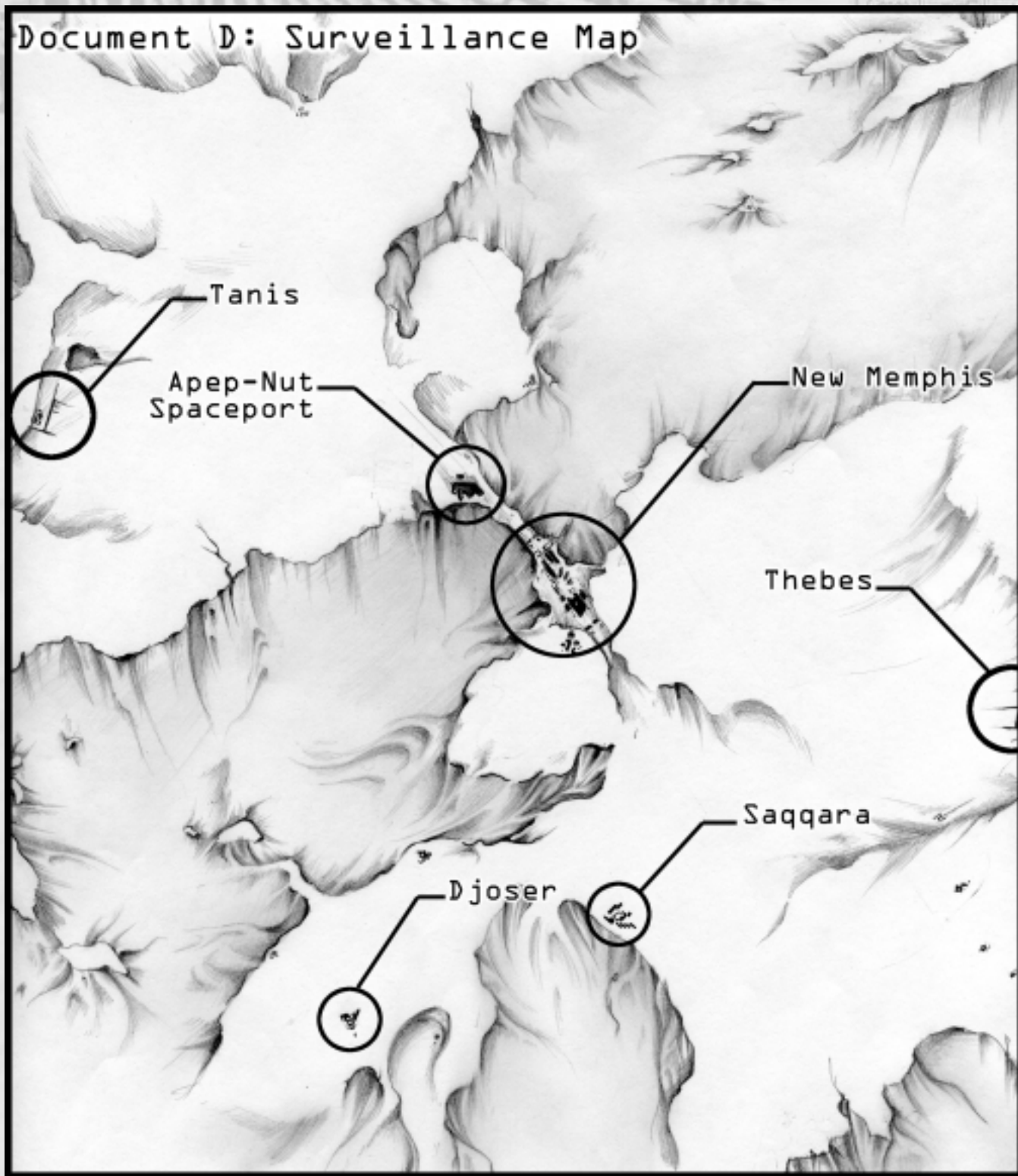
| | | |
|-----------------|---------------|--------------|
| Company | (4 Batteries) | (Major) |
| Battery Section | (4 Guns) | (Captain) |
| Gun/Launcher | | (Lieutenant) |

AEROSPACE

| | | |
|----------------|-------------|--------------|
| Company | (4 Flights) | (Major) |
| Flight Section | (4 Craft) | (Captain) |
| Craft | | (Lieutenant) |

[This OB represents their full strength structure; they do not have these numbers – Ji Han]

Document D: Surveillance Map

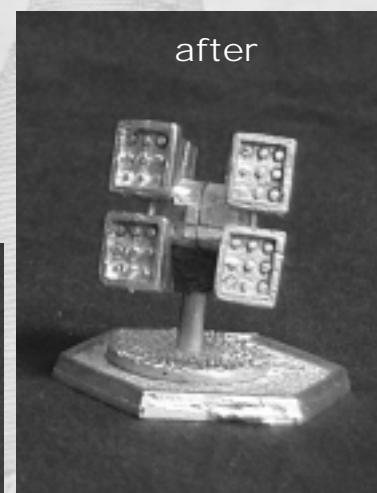


| Mitso-Ta XSl Missile System | | | | Pilot Type: A E V R Pilot Name: | |
|---|-----------------------------------|---|----|---|--|
| | | | | WSO Type: A E V R WSO Name: | |
| | | | | Unit Name: CAV Name: | |
| DAMAGE POINTS 0 1 | | | | PS WS SUP | |
| CHASSIS | MOVE (MM) | 0 | 0 | <div style="border-left: 1px solid black; border-right: 1px solid black; height: 100px; margin: 0 auto; width: 10px;"></div> | |
| | REPAIR (RP) | - | 3 | | |
| | (ACA) | +0 | +0 | | |
| | (DCA) | +0 | +0 | | |
| | ARMOR (ARM) | +1 | +1 | | |
| MODULAR PARTS | POWER (PW) | 1 | 1 | <div style="border-left: 1px solid black; border-right: 1px solid black; height: 100px; margin: 0 auto; width: 10px;"></div> | |
| | TARGET LOCK (TL) | +3 | +2 | | |
| | ELECTRONIC COUNTER MEASURES (ECM) | +3 | +2 | | |
| | | | | | |
| WEAPON TYPE RNG AOE HARD/SOFT HARD/SOFT Kyofu DFM Pack 48 N/A +0/+4 +0/+4 | | | | <div style="border-left: 1px solid black; border-right: 1px solid black; height: 100px; margin: 0 auto; width: 10px;"></div> | |
| SPECIAL NOTES: A Missile System is a soft target. Missile Systems must be in full sections with other Missile Systems. Only if there are 1-3 leftover Missile Systems may they be allowed to partial sections with other models. | | | | | |
| Total Target Lock/ECM/Armor Modifiers | | | | | |
| ARMOR: Yoroi 34 BREEDER: Umidasu XS 4 | | ECM: Denki 2a POWER CELL: Chikara 21 | | 32 points | |
| REPAIR: Natsu 56 TARGET: Mato 73 | | | | | |

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To create the miniatures of the Missile Systems:

- x1 CAV Hex Base (Product #74004)
- x1 CAV Flying Post (Product # 07024-E)
- x2 Sovereign III IDFM Packs (Product # 07018-E)
- Some green stuff, miliput, or superglue to put it together



If you are at Origins, come by
the Reaper Booth #418 for more
information about CAV, the scenario, and
to get any last minute updates or
handouts.



Mastodon

The KDM Mastodon hybrid artillery, super-heavy CAV is one of the newest designs to stride the battlefields today. Modern combat dynamics call for maximum flexibility, and the engineers at KDM began work on the concept near the end of the Galaxy War. Three years after hostilities ceased the Mastodon rolled off production lines in 2266. The public debut on the planet Haurin in the Lesath (51) system awed generals from nearly every significant power in the Galaxy. KDM marketing executives hardly had to highlight the CAV's distinctive and fearsome profile or its unique capabilities. The massive Chimera 1 dual-purpose artillery system and months of psychological research to produce the exterior have resulted in a CAV that projects a daunting battlefield presence.

Production Notes:

The Mastodon is the brainchild of Stafon Enschwald, regarded only until recently as the "mad scientist of R&D" by his colleagues at KDM. In 2264, the Rhino made its devastating entry into the modern battlefield as the first of the "Super-Heavies." Within months Borsig-Spline's equally gruesome Ogre blasted its way into service. KDM's Research and Development elite had been challenged to find the perfect follow-up to the Rhino from the moment it had begun development. What they sought was something so innovative that it would maintain KDM's edge in the lucrative heavy CAV market. Enschwald answered this challenge with his customarily maverick thinking:

"To defeat the implacable enemy," Enschwald reasoned, "why hit him head-on where he expects it? Hit him from above, behind, and the sides all at once. Fear shall weaken the crews of the mightiest CAVs."

Thus, while his colleagues labored to develop weapons that could out-range or out-punch the Maxim One Rotary Gauss Cannon, Enschwald developed a CAV chassis able to mount a dual-purpose heavy gun.

For primary armament, Enschwald's team

originally considered using the Vogel 7 field artillery gun. However, only a few months before the prototype chassis for the Mastodon was to be assembled, a KDM Weapon Engineering team field-tested the dual-purpose Chimera artillery system. Though possessed of only half the range of the Vogel 7, the Chimera boasted exactly the kind of versatility Enschwald was looking for. The Mastodon prototype was altered to accommodate the new main gun and dual ammunition bays. Enschwald pronounced the design ready for trials.

Live fire testing at the Haurin R&D facility discovered a weakness in the Mastodon's leg structure. The already-taxed Dyna-Trans Series TS-200 Bellar Joints in the hips, knees, and ankles of the CAV suffered total failures when the Chimera system was fired while on the move. After just two firings the CAV was immobilized on the testing grounds with grinding joints. It took Enschwald's team several months to work out the problem, but in the latter half of 2265 the double strength TS-200EX Bellar Joint system was completed. The reworked Mastodon is a lumbering monstrosity, but it can nevertheless now fire a volley from its main gun while on the move with no fear of leg failure.

The Mastodon boasts a thick hide to protect it on the battlefield. Shield 1D Series 3 armor girds the reinforced KDM MTD Series I chassis. This level of protection is on par with KDM super-heavy design philosophy, but once ammunition is added there is little room for a robust power system. The older Type 4 Grunsweld breeder tested during the Rhino's development cycle fit the bill. The Type 4 is more fragile than the Rhino's Type 5 but is currently the only breeder that will fit in the cramped internal construction of the Mastodon. Until the CAV has seen more combat it is unlikely a new breeder will roll out from KDM in the near future.

Despite the Mastodon's shortcomings, the completed prototype was sent to Gabe Vandoer of KDM marketing. Vandoer invited generals from all major powers to Lesath (51) for a demonstration of "a revolutionary dual purpose artillery delivery system from KDM." On the mock battlefield, the Mastodon demolished five drone CAVs in just under two minutes. A consummate showman, Vandoer saw to it that one of the UCOR's best test CAV crews took charge of the

Mastodon for the demonstration and that the unmanned drones were tuned to operate as wild aggressors. The demonstration of the Mastodon's capabilities left the assorted military commanders awestruck. Within weeks after the generals returned to their home systems, orders for the new CAV and secondary requests for spare Chimera cannon systems surged in.



On the Battlefield:

KDM has already produced approximately 3,800 Mastodons but the CAV has seen only skirmish combat. AEC and Ritterlich commanders, reluctant to risk bringing these costly, slow-moving support units close to the action, have relegated them to defensive duties. This strategy has proven surprisingly effective in an unexpected way. The size and implied power of the Chimera on the Mastodon's hulking silhouette intimidate all but the most seasoned veterans. This psychological advantage alone seems to have been a decisive factor in a recently reported conflict.

On Ja'wic, an arid world in the 3SCA (66) system, pirate raiders struck a Malvern's supply post. The intent seems to have been to feint the local military forces away from the real prize, an aerospace fueling station some seventy kilometers away. Instead of responding to the feint, the Malvern's commander posted a detachment of two brand-new Mastodons, with support from a

pair of Assassins, to the supply post's defense. The relatively inexperienced Mastodon crews fired several IDF volleys from their Chimeras as the eight bandit CAVs closed. The pirate advance was thrown off long enough for the Assassins to maneuver behind the enemy units. When the Mastodon crews aided their comrades in dispatching three pirate CAVs – including the apparent leader – the remaining bandits withdrew in short order.

Recently the Terran Forces and the Rach Empire have received their initial purchases of the design. KDM is certain that hard battlefield data will soon be forthcoming.

Terran Market Designation: Mastodon

Manufacturer: KDM

Type: Combat Assault Vehicle

Mission: Special (Mobile Artillery)

Chassis Number Series: KDM MTD-004 to KDM MTD-3828

Production Start: 2266; 3,824 *produced to date*

Crew: 2

Weight: 100 tons

Height: 33 feet

Armor: Shield 1D-3

Breeder: Grunsweld Type 4

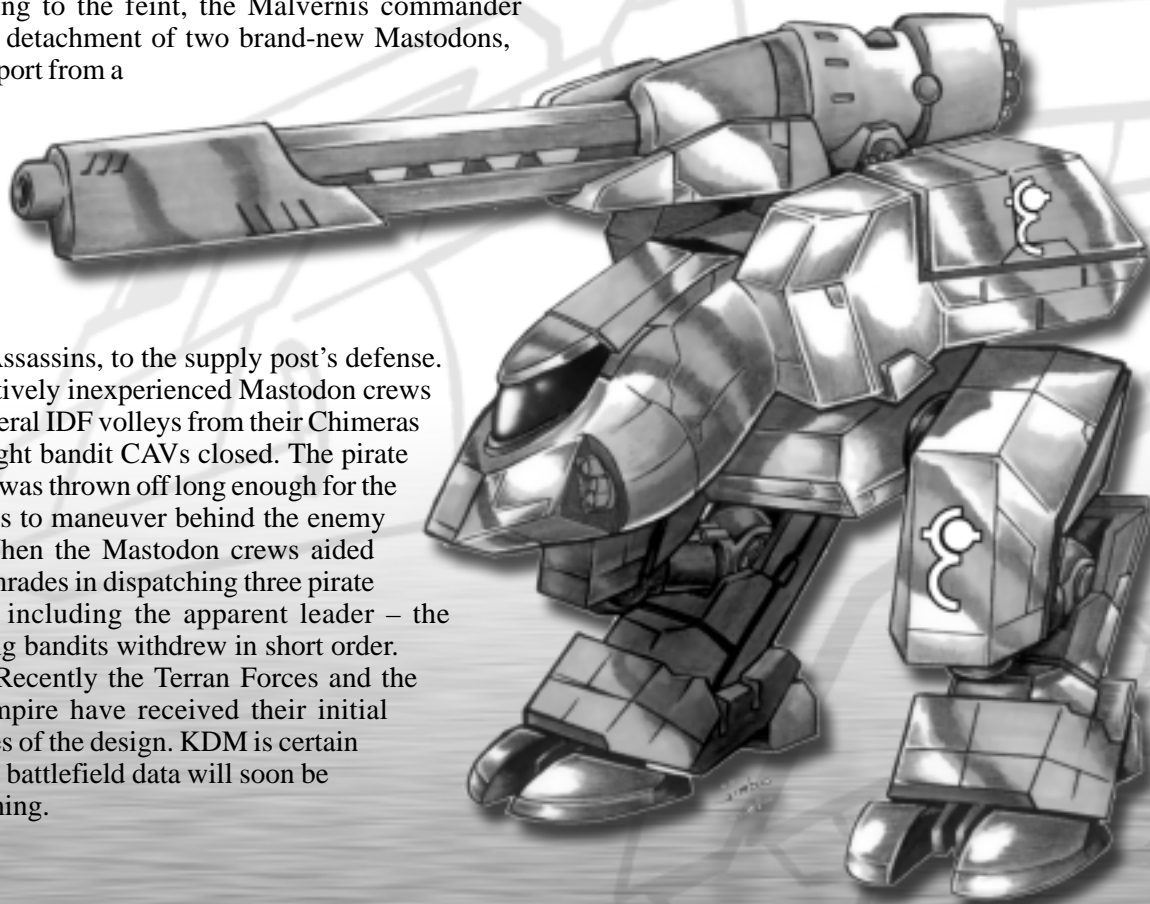
ECM System: CMC Series 18

Power Cell: Internal Cell Type 4

Repair System: Pass Plus I

Target System: Enihr Lock 2z

1x Chimera Dual-Purpose Artillery System



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BABE WATCH

And now for something completely different. Besides, who said we do things normal around here anyways? Whatever. It's time for Babe Watch! Keep in mind that this column was originally intended to cast stars for the upcoming Dark Heaven motion picture. How it got to this low point I'll never know...



This issue, we cast the, uh, actor for the part of Starmane the Unicorn (#02151)!

Our first equine choice is Mr. Ed. There are some good reasons for this: 1) Mr. Ed is an accomplished actor, 2) Mr. Ed could freakin' talk! And 3) Mr. Ed and Big Kahuna Ed Pugh have the same first name. Only problem here is that Mr. Ed is pushing up daisies (the horse, not the Kahuna).



Second choice is Triple Crown winner Secretariat. Man oh man, what a fast horse! He could really smoke if he wanted to! Of course, he couldn't talk as well as Mr. Ed. Matter of fact, I don't think he could talk at all! Stupid horse. Only problem here is that

Secretariat is pushing up daisies.

Finally, we considered Trigger. Probably the best choice of the three, Trigger starred in more motion pictures than any other horse in history. Actually, I just made that up. Anyways, the only problem here is that Trigger is pushing up daisies.



Anybody know of any smart, fast, talking horses that wanna stick a horn on their head and pretend to be a unicorn? Email reaperkay@aol.com for audition information!



This issue's mailbag includes letters about plastic, mooses (meese?), cups and butts. What do these things have in common? Read away!

If you have questions about the meaning of life or miniatures.

Sophie c/o Reaper
P.O. Box 293175
Lewisville, TX 75029-3175

Dear Reaper

Is the [Dwarven War Cannon] boxed set still available? I would also just like to say that Reaper is the Grenadier of the new millennium. I am a collector and not a gamer (my dwarven army alone would cause fear and confusion in the stoutest gamer, it numbers in the thousands), and I have figures from all of the major figure companies, and Reaper is by far the best that I have ever come across...keep up the great work!! And by the way, while many are producing plastics, I am a faithful metal only person...

Kyle L. Frick

Dear Kyle,

The Dwarven War Cannon is still available, but shame on you for waiting so long to buy it. Rush out to your local game store now and buy two! And you think of us as the Grenadier of the new millennium? Thanks! We all grew up on Grenadier miniatures, and if it weren't for them and other figure companies we never would have gotten into this hobby in the first place! Stick to your metal Kyle; death to plastic!

Hugs,
Sophie

Greetings!

First of all, please let [me] heap praise onto you folks at Reaper for the incredibly high quality of your miniatures. I used to be a big fan of another miniatures company, but now, my heart belongs to Reaper! Not only are your miniatures of the utmost quality, but the diversity of available miniatures is fabulous! PLEASE keep up the good work!

Now that I'm done butt-kissing, I can get to my reason for writing...

Does Reaper plan to produce any "cup-handed" miniatures, where the weapon hand is opened, allowing for a variety of different weapons to be placed in that hand as desired?

Sincerely,
Joseph Huber
Baltimore, MD

Dear Joseph,

Stop it with the flattery Joe; that'll only get you what you want! Thanks for the kind words though. We accept butt-kissing in any form. However, I don't think we've got any "cup-handed" minis on the schedule. But we do have a bartender with a mug in his hands - that's sort of "cup-handed", right?

Kisses,
Sophie

Dear Sophie,

When do we get a miniature of you? And who will play your part in the movie?

In Casket Works #7 you told us to look for a pack mule type critter in Spring 2002.

Thanks for giving us Oswald the overlaid henchman.

Can you deliver a moose? A yak? How about a wildebeest?

Thanks,
Steve Rees, Anchorage, AK

Dear Steve,

There was a Christmas Sophie miniature done a while back, but after the way the boys here "modified" it, I don't think I want it falling into the hands of heathens. However, there may be a special edition 54 mm Sophie in the works, if you're good.

As for the movie, I'm pushing for Zhang Ziyi.

Oh, and Steve? Don't hold your breath on the wildebeests. On second thought... g'head. (Just kidding sweetie!)

Love,
Sophie

WAR: ANOTHER @#%&ING INTERVIEW

We caught up with the bad boy of the Reaper world himself, War, at his upscale condominium in Beverly Hills. Appearing well rested, yet still holding a small glint of insanity in his eyes, similar to an aging heavy-metal rock star, he showed me into his plush study and offered me a stiff drink. From there on out, it was no-holds-barred.

Casket Works: First, I would like to thank you for requesting me for this interview. Getting fired after that Dana Murphy interview really put my journalistic career in a tailspin. So, how have you been?

War: Grand my boy, simply grand! Where do I want to start? (chuckles) How 'bout with your death? (blows smoke at the camera) Then we can move onto your family, how's that?

CW: Umm, no, not what I really had in mind, so I'll just start down my list of questions, if you don't mind, sir.

War: Well it's your (expletive deleted) gig. Fire away!

CW: Reaper recently cancelled 2003, which was a miniature of you riding a lion into battle. Any comments?

War: Yeah, I heard they did that. Something small like that happens and everyone starts to count you out of the game. It's like your (expletive deleted) career is over because one figure gets cancelled. Gimme a (expletive deleted) break!

CW: Speaking of out of the game, rumor has it that the other Reapers, Plague, Famine and Pestilence are planning on replacing you with the Reaper Despair. Care to comment on this?

War: Right, right, the fifth Reaper rumors. I mean I have nothing against Despair. He's ok in a stand up fight 'n all, but he lacks any style or grace. I mean, like, I'm the (expletive deleted) king of death here. (cackles and takes a long puff on his cigar) Once after a large battle, he like stood on the edge of a cliff surveying the carnage and didn't do a damn thing. Didn't yell, scream, curse or even wave his sword. How (expletive deleted) boring is that!

CW: Right, pretty boring.

War: Sharon!!

CW: Excuse me?

War: Nothing; carry on.

CW: Well let's move onto CAV. I understand that you were supposed to be part of that universe, but when the book published there was no mention of you.

War: (Unnatural piercing laugh) Where do I start?! That (expletive deleted) Ed Pugh is a great bunch of (expletive deleted) guys. The problem is figuring out which one you're talking to. Even before CAV started, he came to me with this and that. Even wrote me into several intro pieces and promised me a major chunk of the (expletive deleted) galaxy. Then my agent calls and tells me that all my work has been cut and left on the (expletive deleted) art room floor. On the (expletive deleted) art room floor! I understand I'm supposed to have a major part in CAV in the near future but I ain't holding my (expletive deleted) breath. (screaching whoop) Get it, holding my (expletive deleted) breath? I ain't got no (expletive deleted) lungs, boy!

CW: Well I can actually see you don't, which really drives the punch line of that joke home. Anyway, let's move on. Is it true that you requested to be in a separate photo from Vanessa of the Blade (2304) in CW #8?

War: (dry chuckle) Yeah, she wouldn't shut up. She was a bigger nag than Dragoth ever thought of being. We have a great page in CW #8. Not that the two guys I'm with now are great conversationalists, but at least I get some peace. Now Tobias is flaming (expletive deleted) mad at me! I mean he's got Vanessa on one side and that loud-mouthed dwarf Thorondil on the other side of him. The biggest improvement in CW #8 over CW #7 was getting rid of the wyvern Blacksting and Dreyfus's horse. I gotta tell you that the (expletive deleted) smell back in CW #7 got pretty (expletive deleted) intense. St Tarkus and Batna solved the problem by getting them voted off the page.

CW: Life, or in your case death, at the top does have its disadvantages. Well it's time I wrap this up, one last question I have is what do you have in your pockets?

War: (howls) My (expletive deleted) pockets? Let's see. Two old Roman coins, a recipe for honey cakes I got from Cerberus and a dat-chip with Dana Murphy's home number, which reminds me as to why I requested you for the interview. I need the web address where you found those pics of her. (screaching whoop) I mean (expletive deleted) shoot-out city intense she is. Was her butt ...

CW: Excuse me, Mr. Reaper War, but I'm not getting fired again.

War: (howls) (expletive deleted) Whatever mate.

CW: Any last words for our readers?

War: Stomp out the ones that declare they're alive; they probably are! Pestilence and famine to everyone, ciao.



"How 'bout with your death"



"I'm the #&%\$# king of death"



"She was a bigger nag than Dragoth ever thought of being"



"Pestilence and Famine to everyone, ciao"

Death Stalks the Streets of the Old District!

Twenty years ago Farkeep was host to a rash of grisly murders and mysterious disappearances as young women were dragged from the city streets and their bodies drained of blood.

For over a decade, the murders continued unabated before they suddenly and inexplicably ceased.

Ten years later, it seems history is repeating itself, as women are once again disappearing.

A trail of clues leads the heroes into the heart of the Old District to the doorstep of the Wintrose Mansion. Rumor has it that the crumbling, worm-ridden edifice is haunted and that all manner of foulness still resides within.

Those who have ventured from the mansion have reported strange lights, ghostly sounds, and fearsome monsters, while others have failed to return altogether.

The heroes must brave the dangers of Wintrose Mansion in order to discover the fates of the missing women, defeat the fiend responsible and hopefully put an end to the Vicious Circle.

A Vicious Circle

Coming Soon from Reaper!

By Joseph C. Wolf

PRODUCT SPOTLIGHT



CAV Playing Cards – Spice up your poker game! Give your Friday night games of Old Maid a new twist! We've custom designed two decks of CAV playing cards, both containing your favorite CAV factions and power groups. And the best thing is you can use the cards to determine initiative when whupping your opponent's butt while playing CAV! Get both decks today!

07702 (RED)
07703 (BLACK)

HERE IS THE NEWS...

Once each year, the galaxy's finest mercenary units gather to compete in the tradition-steeped Warmaster Tournament. The winners reap a bountiful reward; the losers often face obscurity or death. The "Big Dance" is a fierce and deadly event, full of action, pomp, and drama. And someone must bring all this to an eager audience galaxy-wide.

That is where veteran pilot Nick Kolin-sky and his partner Jess Batson come in. Assigned to cover the event for the MercNet news agency, they are ordered to find the inside stories and behind-the-scenes drama of the Warmaster Tournament. Little did they realize that the action would come to find them instead, drawing them into a sinister plot of galactic proportions.

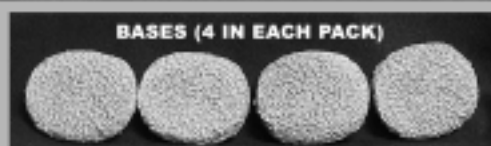
With danger at every turn, Nick and Jess must use all of their knowledge, skill, and wit. Otherwise, their first Big Dance may be their last...



07901



75001- STARTER LEVEL SCULPTING ARMATURES



BASES (4 IN EACH PACK)



75002- ADVANCED LEVEL SCULPTING ARMATURES

Sculpting Armatures –

Sculpting minis is great fun, but at the same time a lot of work. These packs of sculpting armatures gives you the starting shape so you can get right to pushing the putty! The Beginning Armature Pack (#75001) is already pre-layered with major muscle groups that allow new novice sculptors to start packing on the details. The Advanced Armature Pack (#75002) gives sculptors the freedom to proportion their miniatures in any way they want. Pick up a pack today and start sculpting! **\$5.99/CW 8**

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Posterior End

Welcome to Our
Fantasy World,
eh?



Students from F.D. Roosevelt P.S. in London, Ontario display the culmination of their fantasy game project in English class. Joe Sheik, the vice-principal of the school and avid gamer, decided to use Reaper Miniatures to ignite the students' imaginations. Reaper Miniatures provided the figurines for the students to use to represent their heroes, and the students did a meticulous search of Reaper's website and painted their choices with care and precision. The female students were especially appreciative of the wide variety of female figures available in the Reaper line. The students produced fantasy short stories to include their figures. Each student developed their own country with myths, legends, and geography centered on their character. The results speak for themselves!! Great work, students!! Thanks for choosing Reaper!!

Right Cheek

WOOHOO!!! WOW! My very own space in the catalog I sweat over... you'd think I would have asked for this sooner. *Chuckles* Actually, this is *ONLY* the second one I've put together. Speaking of putting things together, if you have put some things together in your head and come up with some stuff you'd like to see in Casket Works, give Ron or me a buzz at ReaperRon@aol.com. I don't have an email yet (pokes Dave Pugh in the side), so, if you wanna write to me specifically, make a note in the subject line of the email so's Ron, the horse lover, won't go a-snoopin'! *Shakes head* A horse, Ron? I thought the column was called BABE Watch... (I think we need to get him some glasses, or somthin'...) Later!!! Your **WEEN** Lover, and Layout Chick,
-Heather

P.S.- Some of my Marginal Comments are lyrics from Ween songs... if only I could be that brilliant...

Left Cheek

I hope you enjoyed our first annual Summer Fun Spectacular! We think of Casket Works sort of as a bad sunburn: at first it's really painful, but it gets better after a little while, and then it turns into a tan. Except that CW doesn't give you a tan. Whatever.

Anyhow, look for CW #10 in September 2002. Lotsa cool stuff coming up, like the T-Rex, Lair of the Giant, and Deathsleet the Dragon boxed sets, and so much more. You couldn't swing a bag of cats and not hit new miniatures next issue!

Ciao!
Ron